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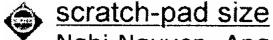
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Christopher D. Carothers, Brad Topol, Richard M. Fujimoto, John T. Stasko, Vaidy Sunderam
December 1997 **Proceedings of the 29th conference on Winter simulation WSC '97**

Publisher: ACM Press, IEEE Computer Society

Full text available: 🔲 pdf(943.89 KB)   Additional Information: full citation, references, citings, index terms

182 Memories: Memory allocation for embedded systems with a compile-time-unknown scratch-pad size   ▬

Nghi Nguyen, Angel Dominguez, Rajeev Barua
September 2005 **Proceedings of the 2005 international conference on Compilers, architectures and synthesis for embedded systems CASES '05**

Publisher: ACM Press

Full text available: 🔲 pdf(2.06 MB)   Additional Information: full citation, abstract, references, index terms

This paper presents the first memory allocation scheme for embedded systems having scratch-pad memory whose size is unknown at compile time. A scratch-pad memory (SPM) is a fast compiler-managed SRAM that replaces the hardware-managed cache. Its uses are motivated by its better real-time guarantees as compared to cache and by its significantly lower overheads in energy consumption, area and access time.Existing data allocation schemes for SPM all require that the SPM size be known at compile-tim ...

Keywords: compiler, data linked list, downloadable codes, embedded loading, embedded systems, memory allocation, scratch-pad

183 Survey of requirements and solutions for ubiquitous software   ▬

Eila Niemelä, Juhani Latvakoski
October 2004 **Proceedings of the 3rd international conference on Mobile and ubiquitous multimedia MUM '04**

Publisher: ACM Press

Full text available: 🔲 pdf(189.05 KB)   Additional Information: full citation, abstract, references

Ubiquitous computing embeds computer technology in our everyday environment, providing a human with information services and applications through any device over different kinds of networks. Ubiquitous computing can be seen as a prerequisite for pervasive computing that emphasizes mobile data access and the mechanisms needed for supporting a community of nomadic users. Ubiquitous software is the software required in ubiquitous computing environments. This paper surveys the challenges and state-o ...